

# CURSE OF STRAHD

## Underhill

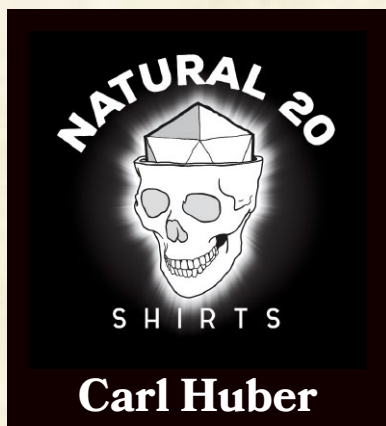
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A Curse of Strahd campaign supplement expanding Yester Hill  
with a dark cave system and new areas to explore!

***Curse of Strahd: Underhill*** presents an expanded view of the Yester Hill scenario. All of these evil druids and berserkers just hanging out on top of a muddy hill? It begs for a cave encounter! And that's what we're giving you here with Underhill.

As with all my supplements, it's up to the Dungeon Master to determine how to play the villains, and to make adjustments to the stat blocks (particularly hit points) to create a challenging but fair combat for the players. These stat blocks are guidelines.



***For additional adventures*** to the *Curse of Strahd* campaign setting, seek additional materials at [www.dmsguild.com](http://www.dmsguild.com) (search: Carl Huber)

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An absolutely necessary (we think) visual map of the NPCs of the campaign.
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# **CURSE OF STRAHD** *Underhill*

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# Underhill

Replace the description in the Curse of Strahd campaign book for Y4 (Gulthias Tree) with the following description:

“At the south end of the hilltop is a sickly copse, a grove of dead trees and shrubs with a huge, misshapen tree at its core. Blood oozes like sap from its twisted trunk. A hole in the ground next to the trunk descends into darkness, ringed with a network of roots from the tree itself.

Skulking around the tree are six gangly humanoid creatures covered with needles. Embedded in the tree is a shiny battleaxe, beneath which lies a humanoid skeleton.

The roots descending into the hole provide easy purchase, though they are slippery with mud. No climb check is required.

## U1 Root Ladder

“The roots are slippery with dark mud, but craggy enough to provide ample purchase for climbing. The wan sunlight fades as you descend 30, 40 feet into the darkness, the roots giving way to a steeply descending tunnel.

The bare whisper of wet woodsmoke and cold earth greets your nostrils. The tunnel arches away to the northeast and curves beyond sight.

## U2 Main Hall

“The dank tunnel opens suddenly into an ample cavern flickering with just barely enough firelight by which to see. The roof of this room arches fifteen feet overhead, whereas the floor is carved into steep terraces ringed a firepit in the center of the room. The walls of the cavern are painted with white murals, crude in nature.

Figures move about, silhouetted by the firelight. Women scrape at a freshly skinned bear's hide. The meat from the bear is smoking by the fire. Some recline or poke at the smoldering pile. Some are sharpening their axes. All appear to be female.

Four additional tunnels lead from this cavern: northwest, north, northeast, and southeast.

Twelve evil druid women inhabit this cavern. Six **druids** and six **berserkers**. If the players are stealthy, it is easy to sneak up on the group. If the players make no move to hide their approach, neither party is surprised. The druids and berserkers move to attack as soon as they are alerted.

If the players examine the murals, have them roll a DC10 History check and then read the following:

“The murals are crude and painted by hand in white. Some areas depict hunting scenes typical of such a barbaric and primitive culture, but other scenes present a cruel tableau. Human sacrifice is featured, graphically drawn out as victims have their entrails drawn and limbs severed. All appear to be

“performed at the foot of the most massive figure on the walls, a crude imitation of Strahd himself, unmistakably rendered and with the only color on the otherwise white wall art: the blood dripping from his fangs and on his outstretched hands is a bright red. The druids must worship Strahd like a kind of god, bringing offerings and sacrifices to the Dark Lord in exchange for, it appears, their powers and his favor.

## U3 Wide Hallway

“The narrow tunnel opens up into a wide hallway with further tunnels branching north and south. In the wide part of this hallway are stacked dozens of rough-hewn long spears, most likely used for hunting parties. Some have chipped-stone spearheads; some are merely fire-hardened sticks.

## U4 Charnel House

“The tunnel opens up into a roughly circular room some 40 feet across. The only light here is what you have brought with you. But it is enough to illuminate the grisly walls of this place. Hung on pegs driven into the packed earth and stone are skulls; hundreds of skulls. Bears and wolves, elk and more than a few human skulls, all crudely cleaned and staring with gaping eye sockets to the center of the room where upon a rough pillar of wood is set a most incongruous item - a shining gold pitcher.

If anyone touches or disturbs the gold pitcher in any way, three **flame skulls** rise from the walls and attack. The pitcher is magical and capable of pouring 20 gallons of clear, fresh water per day.

## U5 Sleeping Chamber

“The stench of unwashed humans and roughly tanned animal hides sweep over you before you even enter this chamber. Piled around the large room are dozens of furs and hides, laying on the dirt floor. This appears to be a kind of sleeping area, but it is currently unoccupied.

A search of the room reveals several stone daggers, two wooden shields, and two Blinsky toys. One is a stuffed moose with its yarn entrails hanging out from its belly. The other is a carved wooden duck that seems normal at first but when picked up the head falls off like a “ball in cup” game.

## U6 Compost Chamber

“This wide tunnel comes to a stop at a roughly constructed barrier made out of thick logs. It appears a framework has been built into the tunnel, blocking it, and a heavy wooden door has been set into the framework. The workmanship is crude, but it appears sturdy.



The doorway is not locked and provides no impediment to moving forward. The rest of U6 is as described:

“ This large cave room has three tunnels leading away from it, not counting the one by which you entered. The fetid smell of decomposing plant matter assaults your nostrils as you step into this area. Piles of compost stand waist high, scattered about the room. Sticking out of them you see not just vegetable matter, but bones and fur as well. The floor is covered in what looks to be a dark soil. You clearly see several sets of footprints leading to the various tunnels out of this room.

Hiding amongst the piles of compost are three **shambling mounds**. They are indistinguishable from the compost piles until they attack. Should the players simply proceed into the room, they will be surprised by the shambling mounds.

### U7 Mushroom Farm

“ This long, narrow cave room has roughly constructed wooden boxes along the walls, filled with the rich dark soil you saw in the previous chamber. Growing from the soil and from partly decomposed logs are several kinds of mushrooms, some you recognize and some you don't.

Most of the mushrooms are perfectly edible and safe. A DC10 Nature or Medicine check will identify one variety that is poisonous. Ingesting it, or a tea made from it, will cause 2d4+4 poison damage and inflict one level of exhaustion. If the players simply randomly eat a mushroom there is a 15% chance of it being poisonous.

### U8 Mortilla's Room

“ Another wooden barricade and door block the tunnel ahead. On the center of the wooden door is a white paint handprint.

The door is unlocked.

“ Low sputtering lamplight barely illuminates this cave room as you proceed through the doorway. The tunnel opens up into a sizeable room. Incongruous furniture is spaced around the room: a dresser of drawers, a small desk, a dressing cabinet. A dim lantern sits on the desk.

At the far end of the room is a pile of furs. You see movement there - an elderly looking woman with wild white hair reclines, but rises to her knees as you enter the chamber. She mutters in guttural druid.

Mortilla wields the Gulthias Root Staff (see Items section). Mortilla speaks common poorly and will not attack unless provoked. If the PCs let her flee, she will meet up with Agorath (location U11) if he still lives, and join him to battle the PCs. If Agorath has been slain, she will flee the hill.

### Treasure:

Searching the furniture in the room reveals:

- 6 clay pots of lamp oil
- 100 pieces of gold that appear to be coins pounded out flat (still worth 100GP)
- rotted old dresses that were once finely crafted
- a small bottle of perfume worth 10GP
- one Potion of Superior Healing (8d4+8)
- one Potion of Heroism
- Gulthias Root Staff (see Items section)

## MORTILLA

Medium humanoid, chaotic evil

**Armor Class** 11 (16 With Barkskin)  
**Hit Points** 42  
**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
10 (0)	12 (+1)	13 (+1)	12 (+1)	18 (+4)	11 (0)

**Skills** Medicine +4, Nature +3, Perception +4  
**Senses** passive Perception 14  
**Languages** Druidic and Common  
**Challenge** 3 (700 XP)

**Spellcasting.** Mortilla is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She has the following druid spells prepared:

- Cantrips (at will): druidcraft, produce flame, shillelagh
- 1st level (4 slots): entangle, longstrider, speak with animals, thunderwave
- 2nd level (3 slots): animal messenger, barkskin
- 3rd level (2 slots): conjure animals, meld into stone
- 4th level (1 slot): blight

### ACTIONS

**Gulthias Root (see Items section).** Melee Weapon Attack: +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with Shillelagh or if wielded with two hands.

### U9 Dead End

“ The tunnel switches back and descends steeply, but ends at what must have been a cave in. The passageway is completely blocked by stone rubble and submerges into muddy water.

A search under the water will reveal the rotted skeleton of a druid who was caught in the collapse.

### U10 Larder

“ This wide tunnel comes to a dead-end lined with poorly built shelves. They are stocked with dried meats of various kinds and stacks of a simple hard-tack like flatbread.

Beside the food, there is nothing of interest here.

## U11 Agorath's Chamber

“ This tunnel is blocked by a wooden barricade with a door set into it. Painted in white on the door is a crude skull.

The door is unlocked.

“ A sizeable chamber opens up from the tunnel. A faint illumination of candlelight lends an eerie dim glow to the room. You can see a couple of candles in a beaten-up candelabra set on the floor next to a box of more candles. A large pile of furs and hides takes up one end of the room. Cavorting on the pile are three humans; one massive man with rippling muscles and two buxom women. A wicked looking battle axe rests against the wall next to them. One of the women sees you enter and calls out, “Agorath!” The man, presumably Agorath, lets out a roaring, sinister laugh and wraps his hand around the axe.

The women are evil **druids**. Agorath and the pair will fight until death.

### AGORATH

Medium humanoid, chaotic evil

**Armor Class** 13 (hide armor)  
**Hit Points** 95  
**Speed** 30ft

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	9 (-1)	11 (0)	9 (-1)

**Senses** passive Perception 10  
**Languages** Druidic  
**Challenge** 3 (700 XP)

**Reckless.** At the start of its turn, the berserker can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

**Undying Rage.** If an attack would reduce Agorath to zero hit points, have him roll a DC10 Constitution check. If he succeeds, he is instead reduced to 1 hit point.

#### ACTIONS

**Greataxe.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: (1d12 + 4) slashing damage.

#### Treasure:

Searching the pile of furs reveals:

- a fist sized chunk of amber with a gecko embedded in it, worth 150GP
- a pair of *magical daggers +1*
- a *Gray Bag of Tricks*

## Special Event - Agorath's Rage

This event happens if the players progress through U2 and do not go directly to U11 and kill Agorath. At some point in time on their way back into U2, Agorath and the two female druids have left his chamber to investigate the noises outside.

“ At the mouth of the south eastern tunnel stands a massive man, mud covered and with a scraggly black beard. A pair of buxom women stand to the side of him, their hands over their mouths. The man stands with arms spread, a guttural moan emanating from him. He takes in the sight of the dead druids and berserkers before him and howls in rage. His eyes swivel wildly to land on the party, and he grasps the haft of a large battle axe in both hands.

If the players allowed Mortilla (area U8) to escape, she has joined Agorath and will fight with him and the two other druids.

## Items - Gulthias Root Staff

Like the Gulthias Staff (see the Curse of Strahd book), this is a magical quarterstaff made from the Gulthias tree. But this is made from a section of deep, gnarled root rather than a branch.

The staff has 8 charges and regains 1d6+2 charges daily at dusk.

**Eldritch Blast** - expending up to three charges, you cast the spell *Eldritch Blast*, creating up to three separate beams; one for each charge released.

**Plant Blight** - you may expend all 8 charges to cast the *Blight* spell. The DC for the Constitution saving throw is 15.

**Rat King** - expending four charges summons a Swarm of Rats under your absolute control.

**Dryroot Curse** - if at any time all of the charges are expelled, a shockwave of energy pulses through the user. If the wielder fails a DC15 Wisdom saving throw, they suffer two levels of exhaustion.



# Thank You!

“ Author and Illustrator Carl Huber

Carl is a designer. His freelance artwork is often shared first on his twitter account:

<http://www.twitter.com/natural20shirts>

Carl is a passionate creator and fantasy and sci-fi enthusiast. He welcomes your follow and friendship on Twitter and your emails if you have comments.

email: [carlh@carlh.com](mailto:carlh@carlh.com)

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